Lightweight Book

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Usage

Find a book on the prefabs folder, drag to the scene.

The book prefabs already have a script called LightweightBookHelper.cs attached to it.

You can change the parameters from a script or via animation*.

* While animating, you should keep a keyframe with the parameter **Update Every Frame** enabled. This will make the book update every frame the parameters. Turn it of to avoid unnecessary calls after finishing the animation.

Customization

1. Duplicate a Prefab on the Prefabs folder (This will keep the object structure)
2. On the Documentation folder and find the following PSDs:
    a. UVLayout.psd - Contains the UV positions so you can draw or use your own textures.
    b. pageAtlas.psd - Contains a example Page Atlas, with 4 columns and 3 lines.
3. You can change those files and save your own textures.
4. Duplicate a material (Or create a new one with any shader inside GuineaLion/LightweightBook) and assign your textures
5. If you made changes to the page atlas layout, reflect your changes on the Material fields: Columns and Rows. The pages property is set from the Helper Script so you don't have to change from the Material.

Different amount of pages

You can have as much pages as you need, but you are limited to the Video Card capabilities. On the samples I used only 2048x2048 textures where i managed to fit **12 pages**, each with 512x736. (Final size: 2048x2208 - downscaled to 2048 on import settings). This page size provides a nice readability on most cases.

If you are looking to have better resolutions you can upscale your atlas to 4k and have the same amount of pages with 1024x1472. Or keep the page size and have 8 columns and 6 lines for a total of **48 pages**.

Improving Page Result

In order to improve your book renderization, change the Aniso Level to 2 on the new page atlas texture.

Shader Variants

There are three variants for each shader from the package, they are:

Black and White: Ignores the white and renders only the darker content.

Alpha Blend: Renders the texture to the book using the transparency.

RGB Independent: Allows each color channel to be rendered on a different way over the book pages. Allowing to hide parts of the images, tween colors, etc.

Scripts

Since the book animation is a mix between shader and bones animation, I provided a script to simplify the interactions: LightweightBookHelper.cs
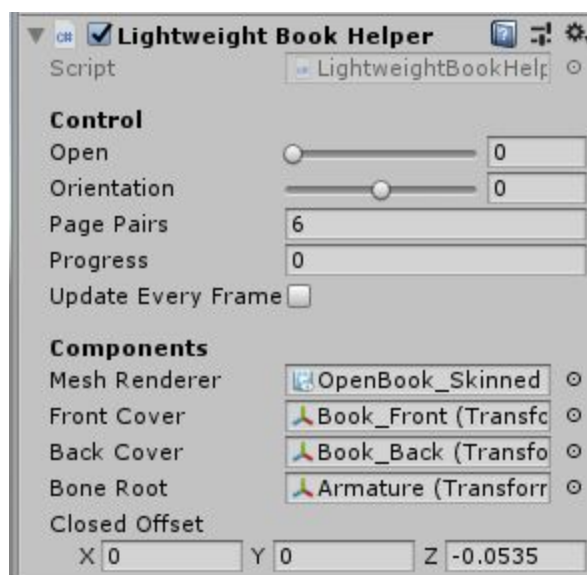
Open - Sets the amount the book is open (0 - closed, 1 - fully open)

Orientation - Sets the orientation of the book, determining how the book will open:

Orientation	Open progress
-1	
0	
1	

Page Pairs - The amount of page pairs within the Atlas.

Progress - Determines what the book is displaying: eg.: 2.36 = 36% tween from 2 -> 3

Update Every Frame - If true, the book will update its properties every frame, this is useful during animations.

Calling from Scripts

All properties from the inspector are exposed via script.

The script also contains the following methods:

NextPage - Moves to the next page

PrevPage - Moves to the previous page

GoToPage - Moves to a specific page

Open - Opens the book

Close - Closes the book